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Title: Vol. 3 Bone

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## Bone

Now things start to  
get a bit more  
difficult, for the last  
three reagents lie  
with much more  
powerful creatures.  
The next reagent of  
study is found in the  
City of Dead, just  
North of Delucia.  
Here we must  
encounter the living  
dead....the creature that  
we seek is the very  
dangerous Bone Magi.  
Bone Magi are the  
restless remains of  
mages who have  
become slaves of  
Entropy. While not  
as dangerous on their  
own, Bone Magi are  
often amongst many a  
skeleton, zombie, other  
Bone Magi, and the  
occasional Liche. The  
source of the Magi's  
power seems to come  
from their very  
animated body's. It  
would appear that the  
power of Oblivion is  
imbued into the  
skeletal corpse of the  
long dead mages and  
thus that power may  
be used as a magic  
reagent. The Bone  
Magi's corpse, or  
Bone, may be used for  
spells of summoning  
and animation. Such  
as Quake, Death  
Speak, Summon Dead,  
and Golem. This  
reagent is more

commonly replaced  
with Spiders Silk  
and Blood Moss, and  
while it's alchemistic  
properties are still  
unknown.